

# INFINITY TRAIN

**Jump by Aehriman**

*Welcome aboard! Once you rub those groggy little peepers, you'll probably have a lot of questions, like "Where am I?" "Why am I here?" "Are snacks provided?" To those of you talking to me like I'm there, I'm not! This is a cold, steely, pre-recorded message.*

*This train is full of all sorts of things that can help you learn about yourself and grow as a person! For example, you could find a fun car full of talking hats! Or a horribly dangerous car full of acid slime! Every Train Car holds a special kind of wonder, for instance you can learn a lot about yourself just by being in nature. Yep, thoughts, thoughts, thoughts...*

*This Train provides challenges, but they won't be hard for you Passengers if you're properly prepared! You don't know how long you'll be here, and you'll need a lot of energy in the form of snacks! Personal growth can be exhausting. But don't worry! There are lots of Denizens to help you on your journey. Don't be afraid to reach out! Unless the Denizen is one of those monsters with more teeth than body. Remember, you can't spell 'Escape' without 'Companionship.' Er... Companion... Shape? Companionscape!*



*How about that number on your hand? Pretty cool and green, eh? Every passenger has one. These are made by the Train based on your life, in order to help you have the most personalized experience we can offer. If you want to go home, simply get your number down to zero and boff! Off you go.*

TLDR: You've been kidnapped to the Train Dimension for some life-threatening therapy, like Silent Hill but usually friendlier. Go forward or back through the cars, solve the puzzles and challenges, make new friends and learn your lessons. The number is a countdown to exit, an actual count of issues you need to resolve, though some are worth more points than others.

Oh yeah, and have 1,000 infinity points (ip) to help.



## LOCATION

*There are countless cars on the train. There's a Ball Pit Car, a Carnival Car, a Debutante Car, a Tiny Wizards Car... Even a car with a pretzel-shaped cloud. You can pick any one Car that appeared in the show, save the Tape Car and Engine, to start in, or trust to random chance. Either way, you're in for a ride.*

## IDENTITY

*What, like age, sex, race? The Train doesn't care, darling. Come as yourself or change any of these things if you dislike them. Just as long as you're comfortable in your own skin.*

## TIME

**Pre-Coup** Sometime before the Conductor's position was usurped. All Passengers wake without explanation, in gray jumpsuits with boots that keep them from falling off. The management is a lot less understanding of humanity, so fix yourself with therapy or eventually die here.

**Interregnum** The human Amelia usurped control of the train! The good news is you keep your affects. The bad news is, you're on your own. The woman in charge is much too busy with her personal obsession to do much to help out, your therapy is mostly the train's normal processes running in the background. Also, for some reason you keep finding cars made up of a college campus full of talking turtles. Weird, huh?

**Restoration** One-One is restored as Conductor, hurrah! Passengers get far more attention, including an orientation video, but the train is still dangerous and there are many lingering issues in need of cleaning up.

## ORIGINS

**Passenger** You are one of many people who needed help sorting out your own head, and the Train is designed to help with that! On one hand is a glowing number, a countdown of character growth. Master the lessons the train has to teach, and an exit door will appear. But a door to where?

**Denizen** You are one of many entities created as part of the Train to help passengers. Perhaps you were meant to be a fixed obstacle or provide a place of respite, though you need not remain in a fixed location. Or perhaps you were meant to accompany someone as their therapy buddy. In place of a number, you'll be here ten years. Design a new form for yourself if you wish.



## FRIENDS

**Passenger (FREE)** Good news! If you want to recruit a specific passenger, you can for free! Just show up in the same time period and be sure to get their consent and work them through their number, which could take a while in some cases. Yes, this includes Lake, who was only on the Train a brief time.

**Hazel (-50 ip)** A little girl, scared and alone without a number. Turns out she's one of Amelia's mistakes, and turns into a turtle person. Absolutely adorable and precious, allow no harm to come to her.

**Kez (-50 ip)** A floating Bell. Kex knows a lot about the Train, or would if she were less scatterbrained. She's also made enemies in practically every car.

**Amelia (-100 ip)** A grieving scientist who boarded the Train, learned its ins and outs, served briefly as an assistant to the Conductor before betraying and breaking him, taking over the Train to try and make a Car with her old life and lost love.

**Atticus (-100 ip)** King of Corginia, a talking Corgi and a very good boy. Atticus is loyal and noble, maybe a little hotheaded.

**Therapy Buddies (-100 ip)** Bring any number of Companions along to experience the Train, with 700 ip of their own to spend. Companions cannot take drawbacks for more points.

**Mirror (-200 ip)** Just me & my shadow... Well, reflection. Yours came out in the mirror car, and they're kinda tired of just hanging out and doing whatever you want.

**The Cat (-200 ip)** A denizen who betrayed her human and ran off, becoming a con artist and grifter with her paws in every pie.

**Alan Dracula (-600 ip)** They really broke the mold making this stag, who has a longer list of powers than Superman. Shrinking, teleporting, shapeshifting, laser eyes, flight... You may as well just assume Alan Dracula can do anything he sets his mind to, but isn't usually motivated to do much but graze.

# PERKS

**Number (FREE/100/300 ip)** You have a number on your hand, assigned by the Tape Car, which goes up and down as your flaws and issues do. At 0 you get a door to the next Jump. For 100 ip, you may manifest your number at any time in the future, not to allow you to move on early, just to check. For 300 ip, you can reveal other people's number as well.

**Snacks (FREE)** Besides one or two scenes early on, and the Hotel Car, the show doesn't much address how the Passengers eat, where they sleep or go to the bathroom. As long as you keep moving, by the end of the day you will find food and water enough, and a safe campsite to rest your head.

**Cooking (-50 ip)** You've spent some time working in a diner, or simply your mother's kitchen. You might not be earning any Michelin stars, but at least you can do better than Post-War American food.

**Thoughts, Thoughts, Thoughts (-50 ip)** You know when to take a moment to just be. Smell the flowers, enjoy a sunset or a nap beneath a shady tree.

**Memory (-50 ip)** Barring drawbacks, yours is perfect and perfectly organized to instantly give you precisely the information you need.

**Music (-50 ip)** You can sing and play a musical instrument to a professional level. Good for getting past a couple particular challenges, but even better for expressing yourself when words fail.

**Parkour (-50 ip)** You've got to be agile to pass some challenge cars. Luckily, you can climb and leap and tumble with the best of them.

**Roll With It (-100 ip)** You will encounter a lot of strange Denizens and situations on the Train, figuring out the rules each car operates under. Fortunately, you're very adaptable and can take all the weirdness in stride.

**What's Eating You? (-100 ip)** Often the hardest thing is to open up and trust people. You can be emotionally vulnerable, and you bring this out in others.

**Friends Over There (-100 ip)** You have an easy-going and cool air, and find it very easy to make new friends wherever you go.

**Odd Skill (-100 ip)** You have an unusual skill that may help you pass challenges, like Tulip's background in designing computer games. This can be taken multiple times.

**Pied Piper (-100 ip)** Sometimes not everyone wants to help. You have a very particular charisma for playing shoulder devil, and the luck to fall upon impressionable people at their most vulnerable points.

**I'm A Person! (-200 ip)** Sometimes, the entire world seems determined to force you into being something you're not. Well, you have the indomitable will to tell the world off and live your life as you choose. By your will, you can make anyone accept you as a living, thinking person.

**Inoffensive (-200 ip)** Passengers, and some of the more imposing Denizens, can attract much fear and resentment, leading to misunderstandings and lashing out. You, however, possess a certain gentle way of moving and speaking that conveys to one and all that you are not a threat. Not that this will help with the Ghoms or some passengers, but it will broadly make your life easier.



**Metacognition (-200 ip)** Better called “thinking about thinking.” You spend a lot of time reflecting on how your mind works, the habits and routines and biases you’ve developed. This means you notice biases and bad habits, and where they hold you back. As a nice bonus, you can always and immediately recognize outside influence for what it is.

**Personal Growth (-200 ip)** One would expect that the Train mostly gives you resolution for your trauma, in exchange for much weirder, scarier trauma. Not for you, though, you thrive in adversity and challenge, and only seem to benefit from your experiences here, no matter how terrifying.

**Counselor (-400 ip)** Therapy is hard, most people understand when they’ve done wrong, but feel they had to. You know when to push people with the truth, and when to let them come to it themselves. How to get people to confront their own issues and flawed thinking, and how to help them become better. The road may be long and hard, but you have the tools you need.

**Free Agent (-400 ip)** Whatever normal limitations exist on the movements of Denizens, or Passengers, simply don’t apply to you. You can get anywhere, into the maintenance spaces, the top of the train. You could run a train-sprawling commercial empire, if you so wanted. You will never be forced into a single role, as many Denizens are.

**Game the System (-400 ip)** Whoever made the Train, it’s a series of systems, as is its conductor. You’re great at systems, and if you can’t hack the Train in the traditional sense, at least you’ll quickly be figuring out the rules, how things work, what sort of lessons the Train hopes you’ll get out of challenges, that sort of thing. One day, you might learn enough to subvert the hold of the Conductor.

**Over When It's Over (-400 ip)** Sometimes things seem hopeless. Sometimes your only friend gets a door home, or is turned into a Ghom. Sometimes people die, and there's nothing you can do. But the key part of the old serenity prayer is "the wisdom to know the difference." You understand when someone can still be saved, and when it's time to grieve and move on. You won't give up hope while some exists, and neither will you spend years futilely trying to get back what's gone forever.

**Door (-800 ip)** If you feel like skipping all that introspection and life-threatening therapy, by purchasing this you can manifest a Door immediately. Here and now, that means you move on to the next Jump. In the future, you can use this to escape any weird pocket dimensions, parallel realities or mystic sealing jars back to the world you started the Jump in. You can also summon the shell of the Train to appear, either to a specific person or generally to anyone in crisis and need, but it will fade away if you try and shove them on, they must choose to enter the Train.



# ITEMS

**Introductory Video (-50 ip)** Now whenever you Jump to a new setting, you get a five minute video introducing the basics and summarizing the plot. Isn't that nice?

**Donut Holer (-100 ip)** Also known as a metal pipe. It has countless uses from making donuts (anything with a hole is a donut!) as a lever, as a weapon...

**Backpack (-100 ip)** A surprisingly spacious backpack, is it bigger on the inside? Anything kept in it is never wet or damaged, no matter how rough your trials.

**Travel Gear (-200 ip)** Sometimes you just don't want to go through every car in your path. The Apex came up with these rigs using electro-magnetic boots and grapnel launchers to rapidly climb and traverse cars on the outside.

**Mini-Bots (-300 ip)** A capsule of tiny robots. Applied to a sleeping person's head, they will produce a VHS tape of their most important memories. Try not to invade anyone's privacy.



## DRAWBACKS

**Crossover Challenge (+0 ip)** Did you think the Train only took people from a specific Earth? The crossover potential of the Train is as limitless as the Train itself. If you want to, you can use this Jump as a supplement for another, keeping the initial and any points from Drawbacks separate.

**Many Realities (+0 ip)** There's a fair bit of Infinity Train fanfiction out there. Take this if you want to experience one of these instead of or in addition to the canon timeline.

**Common Phobia (+50 ip)** Something out there scares the heck out of you. Heights, the dark, public speaking, clowns. Whatever it is, it's a pretty safe bet this is going to come up at some point. This can be taken multiple times.

**Higher Number (+50 ip)** It seems you have more issues to work through, so your stay on the train will be longer. Add one digit for each purchase, or five years for a Denizen, this precludes early escape via the Door perk.

**No Introduction Video (+100 ip)** Like Tulip, you wake on the Train with no idea where you are, why and if a Passenger, why there's a glowing number on your hand. You forget anything relating to the series, good luck.

**Suspicious (+100 ip)** You have a suspicious, untrusting mind. This can be quite useful when dealing with the Cat and other denizens who might mean you harm, but it will also make it a lot harder for you to trust the process and open up to the lessons the Train is trying to teach you.

**Runner (-200 ip)** You prefer to deal with your problems by... just never dealing with them. Why soul-search today what you can put off for later? With all that stress and stuff whenever you think about your past or future, isn't it easier to just never think about it? This attitude is not especially helpful in an environment geared towards fixing you even if it has to kill you in the process.

**Unreliable Memories (+200 ip)** You think you know who you are, what you've been through, your life. But the details keep changing on you. How confident are you in your character? What is really going on? These questions will haunt you.

**Trapped in a Tape (+300 ip)** You start locked in a loop of your own memories until you understand the insight meant to be conveyed. This should get you a Jump on lowering your number, but what's going on with your body while you deal with this?

**Ghoms (+300 ip)** You are an irresistible lure to the Ghoms, soul-sucking cockroach monsters the size of dogs who stalk the barren wasteland the Train circles through. Normally, Ghoms don't board the Train unless provoked, but every so often you'll find one or a couple in a car you didn't expect. Hope you can fight.

**KEZ! (+400 ip)** You've been here before, though you might not remember. You've had a reign of terror going through the train, messing things up, stealing things, and generally creating such problems that you will constantly be running into people you've wronged in some way.

**Pushover (+400 ip)** You're a people pleaser at heart, particularly susceptible to peer pressure. That's a dangerous position to be in if you have power, or unreliable friends.

**Dimensional Interference (+600 ip)** The pocket dimension or whatever the Train runs in seems to not agree precisely with your patron or your connection to the Warehouse. You cannot access the Warehouse and your out-of-Jump powers don't function while here.

**END**

**Remain** You get the purpose of the Train is to get you to the point of not needing the Train, right? That said, you can raise your number again with bad deeds, and at least one person left the Train and chose to come back. Will you shelter and help those who follow, or let loose in a world with no punishments for breaking the rules?

**Move On** Your next adventure awaits, and more to the point, you're ready for it.

**Go Home** The preferred option and the only one for most people. Back to your old life, no longer in crisis, with the tools and confidence to move forward.

## **Notes:**

Jump by Aehriman, but could not exist without ZealousChristian24 or the brilliance of the original animators. Seriously, if you haven't seen the show, you're missing out.